

A VIDEO  
GAME CARTRIDGE FROM  
PARKER BROTHERS



# Qbert™

FOR ATARI 5200 VIDEO GAME SYSTEM

Under Science from D. Gottlieb & Co.

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Parker Brothers, Boston, MA 02108, U.S.A.

## SUBJECT

To score as many points as possible by changing the color of the cubes on the pyramid from a starting color to a destination color. You'll do this by hopping Orbert from cube to cube while avoiding the "neaky" character who will try to stop him. Each time you complete a pyramid, you'll proceed to a new pyramid—or round.

## SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Push the POWER/ON/OFF button. Power is on when the red light below the button is on.
3. Press the number of the game you want to play (see Game Selection Box). The number will appear briefly in the lower right hand corner of the screen. If you skip this step, you'll automatically start playing Game 1.
4. To begin play, press down the START button.

## THE JOYSTICK CONTROLLERS

Plug the joystick controllers into the jacks labelled "1" and "2." For one-player games, use only the "1" joystick. To move Orbert from cube to cube, press down on the Fire button and move the joystick in the direction you want Orbert to hop. Remember, Orbert can hop only in a diagonal direction.

To stop action, press the PAUSE button. Press it again to resume play.



## PLAYING

### Q-bert

You'll start the game with a set number of Q-berts (see **GAME SELECTION (BOX)**). The first Q-bert will appear on the topmost cube when the game starts. Remaining Q-berts are shown to the left of the pyramid.

Try to hop Q-bert onto every cube so he changes the entire pyramid to the destination color. The destination color indicator is on the left of the screen.

Be careful not to hop Q-bert off the sides or off the bottom of the pyramid. If you do, he falls and you lose that Q-bert. When this happens, the next Q-bert will appear on the topmost cube.

### Red Ball

When Red Ball starts rolling, get Q-bert out of its path or it will squash him! If this happens, the next Q-bert will appear on the cube where the last one was squashed.

### Purple Ball

Pposes the same kind of danger as Red Ball, except that when Purple Ball reaches the bottom of the pyramid, it hatches Dolly the duck!



### **Dolly**

He's the snake with the perilous pounce! The only way to get rid of Dolly is to lure him off the pyramid by hopping a flying disc.

Hop O'bert onto the left cube. (There is only one correct exit cube for each flying disc.) Then, as soon as Dolly approaches the exit cube, hop O'bert aboard the flying disc.

### **Flying Discs**

When O'bert is in trouble, he can toss a flying disc that will whisk him off to safety at the top of the pyramid. The number of discs and their placement to the sides of the pyramid will differ, depending on the level and round.

Just make sure O'bert boards the flying disc from the correct exit cube or else he'll fall off the pyramid.

### **Ugg and Whing May**

Ugg and Whing May appear on the lower portion of the pyramid and travel sideways and upwards, ready to jump on O'bert. If one of them does, the next O'bert will appear on the cube where the last one was jumped.

### **Sara**

Sara can't catch O'bert, but he changes the cubes' colors so O'bert's got to retrace his tracks. If O'bert stops him, however (by running into him), you'll earn bonus points.

### **Green Ball**

Green Ball can't catch O'bert either. But if O'bert catches Green Ball, all the characters except O'bert freeze for a moment. O'bert can continue to hop, and you'll earn bonus points.

### **END OF ROUND**

The round ends when you complete the pyramid. As long as you have a O'bert remaining, a new pyramid will appear with a new destination color.

### **ROUND PROGRESSION**

As you progress from round to round, O'bert's speed, the speed of the other characters, and the frequency of the other characters' appearances will increase.

## END OF GAME

The game ends when you run out of Q-berts.

To play the same game level press START or the Fire button. To choose a different game level press SYSTEM RESET, then refer to *Setting the Console Controls*.



## TWO-PLAYER GAMES

Games 4-6 are two player games.

The left player goes first, players alternate turns. Your turn ends when you lose a Q-bert.

## GAME SELECTION BOX

Game 1	One-player	You start with 5 Q-berts.
Game 2	One-player	You start with 4 Q-berts.
Game 3	One-player	You start with 3 Q-berts.
Game 4	Two-player	You each start with 5 Q-berts.
Game 5	Two-player	You each start with 4 Q-berts.
Game 6	Two-player	You each start with 3 Q-berts.

## SCORING

Orbert changes cubes to destination color	35 points
Orbert changes cubes to intermediate color	15 points
Orbert catches Sam	300 points
Orbert catches Queen Ball	100 points
Orbert lures Dolly off pyramid	500 points
Extra points for unused flying discs	50 points for each disc
Bonus points	1,000 points for completing the first round!
	amount increases 250 points for each subsequent round, up to 5,000 points
Bonus Orberts	<b>In Games 1, 3, 4, 5</b> —one for the first 4,000 points you score, thereafter one every 14,000 points <b>In Games 3, 4</b> —one for every 14,000 points you score

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## REACHING THE DESTINATION COLOR

The following describes Gilbert's coloring pattern in the nine game levels.

**S** = Starting color    **I** = Intermediate color    **D** = Destination color

Level 1	When Gilbert jumps on S, it changes to D. When he jumps on D, it stops at D.
Level 2	When Gilbert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it stays at D.
Level 3	When Gilbert jumps on S, it changes to D. When he jumps on D, it changes back to S. Gilbert's got to start again.
Level 4	When Gilbert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it changes back to I. Gilbert's got to start again.
Level 5	When Gilbert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it changes back to S. Gilbert's got to start again.
Levels 6-9	The destination color is reached in the same manner as in Level 5. Play becomes more and more difficult as characters and objects appear with increasing speed.